

## ABSTRACT

Received packets are preserved in a receiving buffer 102; a playback decision section 103 decides whether the preserved packets are in time for the playback time or not; the playback orders and the preservation addresses of the preserved packets which have been decided to be in time are memorized in a pointer 104 for playback; the preserved packets are read and played back according to the pointer 104 for playback. And, the playback orders and the preservation addresses of the preserved packets are memorized in a pointer 106 for preservation; and a media conversion section 107 reads the preserved packets according to the pointer 106 for preservation, and memorizes them after conversion into packets with a form by which the packets may be memorized in a preservation memory 108.

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